

FRANCIS

Valet †

STR	DEX	CON	INT	WIS	CHA	HP	AC
-1	+1	+1	+0	+1	+1	1	11
8	12	12	10	12	13	0 is death	10 + DEX

Tools: latch-key, clothes brush (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): let Mr. Hallward out at 11 on the night he "left for Paris".

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Francis has valeted me for many years with perfect discretion. He sees nothing, hears nothing, and has forgotten the rest by breakfast.

Dorian Gray

MRS. LEAF

Housekeeper †

STR	DEX	CON	INT	WIS	CHA	HP	AC
+0	-3	+2	+1	+1	+3	2	7
11	4	15	12	12	16	0 is death	10 + DEX

Tools: the great bunch of keys (1d4; no schoolroom key). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): gave the master the schoolroom key 18 years ago.

hands eyelids mouth

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TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Mrs. Leaf has kept my house since I was a boy. No key in it has ever left her keeping. I could not wish for a more careful woman.

Dorian Gray

AMOS COLLEY

Coachman †

STR	DEX	CON	INT	WIS	CHA	HP	AC
+1	+0	-1	+2	+1	+1	1	10
13	11	9	15	13	13	0 is death	10 + DEX

Tools: whip, lantern (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): knows which Bond Street cabmen take the master east, for a sovereign each way.

hands eyelids mouth

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At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Colley has driven me for years. A steady, sober man, who knows every street in the West End and none at all beyond it.

Dorian Gray

ALBERT TUCK

Footman †

STR	DEX	CON	INT	WIS	CHA	HP	AC
-2	+1	+2	+1	-1	-2	2	13
6	13	15	12	8	6	0 is death	salver +2

Tools: silver salver (a shield, +2 AC), candle-snuffer (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): sells the master's cigarette-ends in Seven Dials.

hands eyelids mouth

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At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Albert has carried my salver for six years and never taken so much as a crumb from it. An upright young man. I have never seen him smoke.

Dorian Gray

WALTER GRIGG

Frame-maker's lad †

STR	DEX	CON	INT	WIS	CHA	HP	AC
+1	+0	-1	-3	+0	-1	1	10
13	10	8	5	10	9	0 is death	10 + DEX

Tools: hammer, cord, dust sheet (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): carried the portrait up the front stair 18 years ago.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Mr. Grigg, of Hubbard's in South Audley Street, hangs a picture better than any man in London. He had never set foot in my house before tonight.

Dorian Gray

ANNIE DOBBS

Scullery maid

STR	DEX	CON	INT	WIS	CHA	HP	AC
+2	-1	+1	+0	-1	-1	1	9
14	9	13	11	9	9	0 is death	10 + DEX

Tools: carving knife, lye (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): can't read, but saw the yellow books.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

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At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Annie is quick, clean and cheerful, and reads a very fair hand. She has the run of my library, and I have never missed a book.

Dorian Gray

LIZZIE CRANE

Scullery maid

STR	DEX	CON	INT	WIS	CHA	HP	AC
+0	+1	-2	+0	+0	-3	1	11
10	12	7	10	11	5	0 is death	10 + DEX

Tools: carving knife, lye (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): was paid a sovereign to scrub a red stain off the top stair, the day after the fog.

hands eyelids mouth

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At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Lizzie keeps my scullery as bright as a chapel. A quiet, sober girl, with no curiosity at all about what goes on upstairs.

Dorian Gray

ALFIE PRATT

Page boy

STR	DEX	CON	INT	WIS	CHA	HP	AC
-1	-1	+0	+2	-1	-1	1	9
9	9	11	15	8	9	0 is death	10 + DEX

Tools: bell-pole, catapult (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): once looked through the schoolroom keyhole.

hands eyelids mouth

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At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Alfred is a truthful boy who has never in his life put his eye to a keyhole. I would trust him with any door in my house.

Dorian Gray

SID WICK

Page boy

STR	DEX	CON	INT	WIS	CHA	HP	AC
+0	+0	+0	-1	+0	-1	1	10
11	11	10	9	10	8	0 is death	10 + DEX

Tools: bell-pole, catapult (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): heard the bell with no pull ring once before: the night Mr. Hallward left.

hands eyelids mouth

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TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Sidney answers a bell before it has finished ringing. He is the most obedient boy I have ever had, and quite without imagination.

Dorian Gray

ROSE KIMBER

Lady's maid

STR	DEX	CON	INT	WIS	CHA	HP	AC
+0	+3	+0	+2	+0	+1	1	13
11	17	10	14	11	13	0 is death	10 + DEX

Tools: hat pins, smelling salts (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): used to work for Lady Gwendolen.

hands eyelids mouth

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At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Miss Kimber comes to me from the best houses in London, and has carried away no stories from any of them. Discretion itself.

Dorian Gray

HARRIET COOMBE

Lady's maid

STR	DEX	CON	INT	WIS	CHA	HP	AC
+0	-1	-2	-1	-1	+0	1	9
11	9	7	9	9	11	0 is death	10 + DEX

Tools: hat pins, smelling salts (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): never forgets a face, and saw the master's by the docks, where no gentleman goes.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Miss Coombe dressed my lady guests tonight with great skill. She has a light hand with a pin, and no memory whatever for faces.

Dorian Gray

MARTHA PIKE

Housemaid

STR	DEX	CON	INT	WIS	CHA	HP	AC
-1	-2	-1	+2	+1	+3	1	8
9	6	8	14	13	16	0 is death	10 + DEX

Tools: blacking brush, ash bucket (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): found the brass clasp of a Gladstone bag in the library grate.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Martha blacks a grate better than any girl I know, and has never found anything in one but ashes.

Dorian Gray

ELLEN RUDD

Housemaid

STR	DEX	CON	INT	WIS	CHA	HP	AC
+1	+2	+2	+1	+3	+2	2	12
12	14	14	12	17	14	0 is death	10 + DEX

Tools: blacking brush, ash bucket (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): saw the master slip out and ring to be let in, at two on the night of the fog.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Ellen is neat, devout and sweet-tempered. She sees the dust in a room and nothing else, and the dust she removes.

Dorian Gray

ARTHUR PENROSE

Hired musician

STR	DEX	CON	INT	WIS	CHA	HP	AC
+1	+0	-1	+0	+0	-1	1	10
12	10	9	11	11	8	0 is death	10 + DEX

Tools: a fiddle (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): owes money in Whitechapel.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Mr. Penrose plays the violin like an angel and owes no man in London a penny. I recommend him to any house that loves music.

Dorian Gray

EMILY TARRANT

Hired musician

STR	DEX	CON	INT	WIS	CHA	HP	AC
+3	+1	-2	-2	+2	-1	1	11
16	12	6	7	15	8	0 is death	10 + DEX

Tools: a fiddle (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): was hired because the last musician stopped coming, and nobody will say why.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Miss Tarrant's playing held my guests almost silent, which I had thought impossible. A frugal young woman, with no debts of any kind.

Dorian Gray

BILLY SNELL

Hall boy

STR	DEX	CON	INT	WIS	CHA	HP	AC
-1	-1	+2	-1	+2	-1	2	9
9	8	14	8	15	8	0 is death	10 + DEX

Tools: coal shovel (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a vail): sleeps on the top landing, next to the barred door.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: William sleeps like the dead, and nothing in my house has ever kept him awake. A willing lad: he carries the coal up four floors without a word.

Dorian Gray

KIT HART

Hall boy

STR	DEX	CON	INT	WIS	CHA	HP	AC
+0	+0	+0	-1	+2	+0	1	10
10	11	11	9	15	10	0 is death	10 + DEX

Tools: coal shovel (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a veil): has heard someone crying behind the barred door, and it wasn't the master.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Christopher sleeps on the top landing, and has never heard a sound in the night worth repeating. A sensible, incurious boy.

Dorian Gray

SAM OAKES

Gardener's boy

STR	DEX	CON	INT	WIS	CHA	HP	AC
+0	+1	-1	+1	-2	+0	1	11
11	12	9	12	6	11	0 is death	10 + DEX

Tools: pruning knife, orchid basket (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a veil): saw a sailor's face at the conservatory window at Selby, the week of the shooting.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Samuel came up from Selby with the orchids. He knows every flower on the estate by name, and has the good sense to know nothing else.

Dorian Gray

JOE HEBDEN

Gardener's boy

STR	DEX	CON	INT	WIS	CHA	HP	AC
-1	+1	-1	-1	-2	+1	1	11
9	12	8	9	7	12	0 is death	10 + DEX

Tools: pruning knife, orchid basket (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a veil): knows which grave in Selby churchyard is nameless.

hands eyelids mouth

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Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Joseph has green fingers and a still tongue. He has worked at Selby all his life, and never once had cause to go into the churchyard.

Dorian Gray

POLLY MOULD

Scully maid SPARE

STR	DEX	CON	INT	WIS	CHA	HP	AC
+1	-2	-2	+0	-1	+2	1	8
12	7	7	11	8	14	0 is death	10 + DEX

Tools: carving knife, lye (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a veil): saw fog inside the hall glass a week ago, and told nobody.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Polly is the best-tempered girl below stairs. She scours a copper till it shines like a mirror, and has never once looked into one.

Dorian Gray

PERCY BARLOW

Page boy SPARE

STR	DEX	CON	INT	WIS	CHA	HP	AC
+0	+1	+1	-1	-2	-1	1	11
11	13	12	9	7	8	0 is death	10 + DEX

Tools: bell-pole, catapult (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a veil): is paid a shilling a week by Lord Henry to say who calls on the master.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Percival is small, quick and quiet on the stairs, and goes where he is sent and nowhere else. A boy of the most perfect incuriousity.

Dorian Gray

JANE SOAMES

Housemaid SPARE

STR	DEX	CON	INT	WIS	CHA	HP	AC
+2	+2	+0	+0	+0	-1	1	12
14	15	11	11	10	9	0 is death	10 + DEX

Tools: blacking brush, ash bucket (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a veil): reads every paper she dusts, and has read the letter the master wants burned.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Jane dusts my library every morning, and has never once moved a paper out of its place, or read one.

Dorian Gray

EDWIN HALE

Hired musician SPARE

STR	DEX	CON	INT	WIS	CHA	HP	AC
-1	+0	+1	+2	+2	-3	1	10
8	10	12	15	14	5	0 is death	10 + DEX

Tools: a fiddle (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a veil): is the friend whose name Adrian Singleton wrote across a bill.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Mr. Hale is a gentleman in all but fortune, and his fortune, I am assured, is in perfect order.

Dorian Gray

DAN FOLEY

Hall boy SPARE

STR	DEX	CON	INT	WIS	CHA	HP	AC
-1	+0	-3	+1	-3	+1	1	10
8	11	5	13	5	13	0 is death	10 + DEX

Tools: coal shovel (1d4). **Also** a lamp and a pocket mirror.

Secret (a risky truth, worth a veil): once found a lady's glove in the master's coat, red at the fingertips.

hands eyelids mouth

☐ **I know this house.** Once, state a plausible fact about the house: it is true.

Marks: draw each one here. At three, turn this card over: you are caught up in the painting.

At 0 HP you die, and your next servant steps out of a back-stair door.

TEAR HERE

LIKENESS tear it off to reroll - the master can tear it too - whole at dawn, it keeps the Constable off you
To whom it may concern: Daniel is a heavy sleeper and a light eater, the two virtues I value most in a boy.

Dorian Gray

THE PORTRAIT SIDE

Caught up in the painting

Your third Mark. You play on in the Portrait house,
and the Misshapen won't touch you.
Lose a Mark with Basil's shade to turn back,
and cross back at a full-length mirror.

"the misshapen shadow that had to bear the burden that should have been his own"
CH XI §25

THE PORTRAIT SIDE

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"the misshapen shadow that had to bear the burden that should have been his own"
CH XI §25

VAIL COINS

A vail is a servant's tip. Players start with none and hold one at most: spend it to reroll, or give it away. Earn one with wit (amuse Lord Henry), with service (a bell, an errand) or with a risky truth.



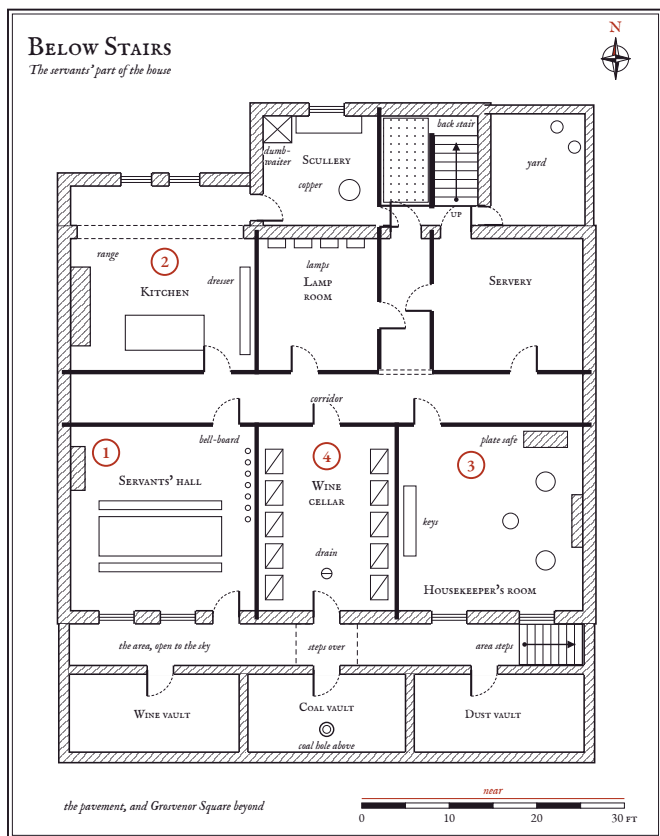
Cut out the coins, or use real ones. Glue two back to back for a heavier coin.

Called in by

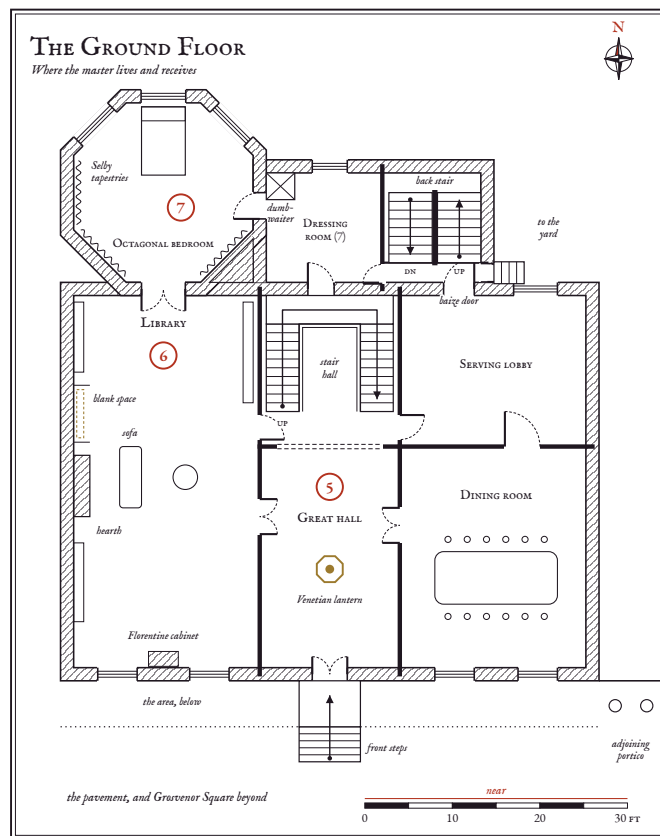
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"Crime belongs exclusively to the lower orders."
LORD HENRY, CH XIX ¶25

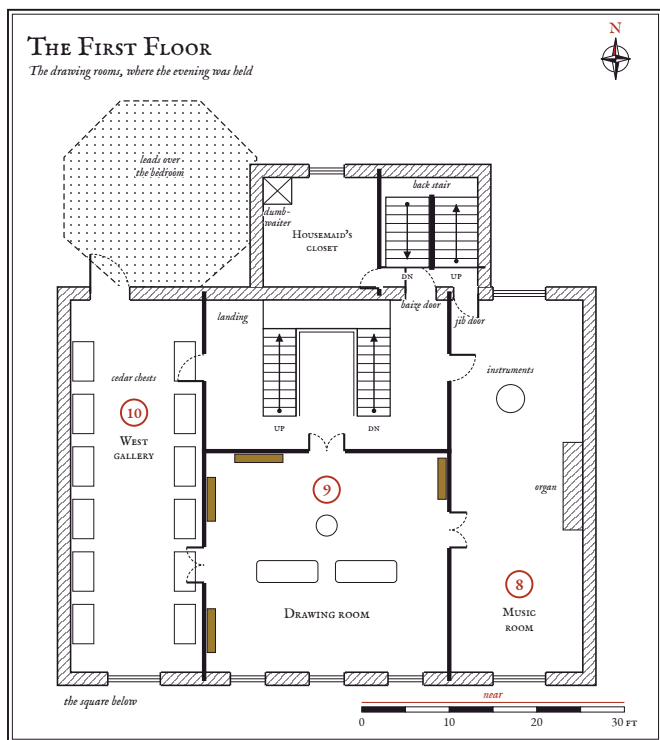
THE HOUSE, AS THE SERVANTS KNOW IT



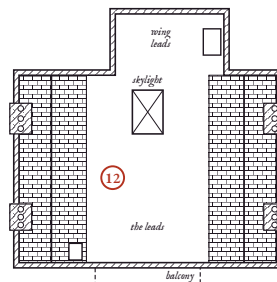
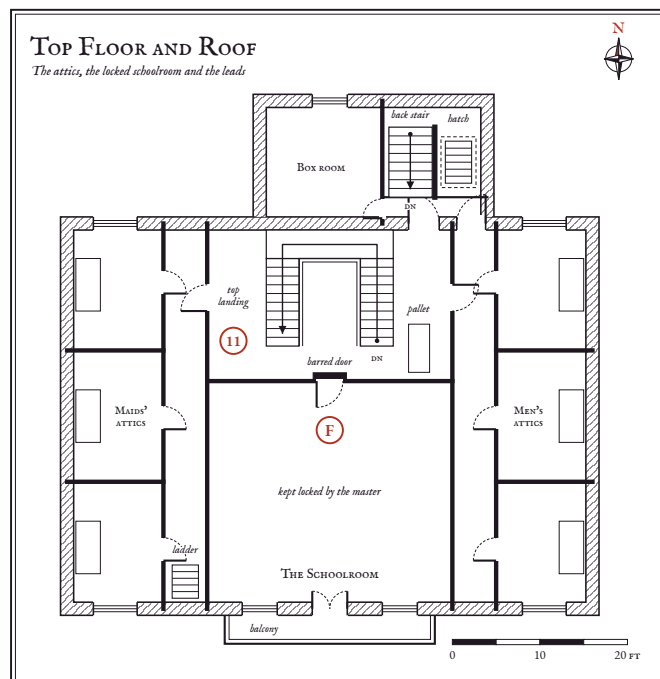
Below stairs



The ground floor



The first floor



The top of the house and the roof